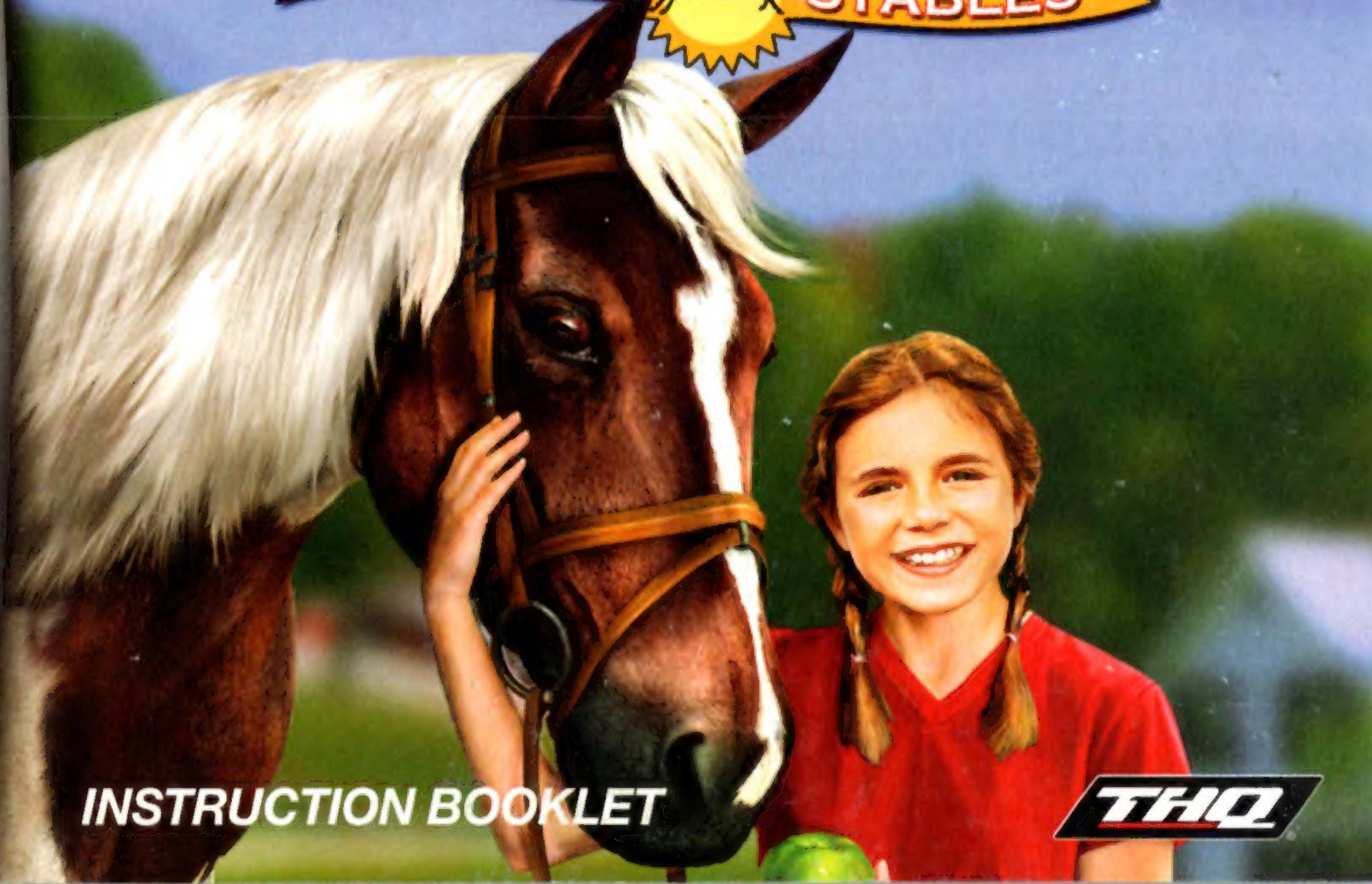


AGB-B34E-USA

# Let's Ride!

SUNSHINE STABLES



INSTRUCTION BOOKLET

THQ

GAME BOY ADVANCE

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **! WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**Rev-D (L)**

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# INTRODUCTION

The goals of the game are to run your horse farm so that it makes money so you can increase the size of your farm and buy as many horses as you choose. How well you run your horse farm will determine how much money you will make. How well you take care of your horses will determine how successful your farm will be. You begin the game as the owner of a farm house, a small pasture and a stable.





| BUTTON          | ACTION  |
|-----------------|---|
| Menu Navigation |   |
| Control Pad     | Highlights menu selection                                 |
| A Button        | Confirm Selection   |
| B Button        | Cancel selection; return to previous screen               |
| START           | Calls up a menu   |
| SELECT          | Brings up an information screen for the current selection |

## GETTING STARTED

1. Turn **OFF** the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Let's Ride Sunshine Stables into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn **ON** the **POWER** switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press **START** to proceed to the Main Menu.



## MAIN MENU

You can navigate around the main menu by using the Control Pad and confirming your selection by pressing the A Button.

**New Game** – this is where your stable adventure begins. First select whether you want to play as a boy or girl, and then enter your name. To enter your name, choose the correct spelling from the display of letters on the screen by using the Control Pad. To choose a letter press the A Button, if you make a mistake press the B Button and it will delete the last letter you selected. Pressing START will confirm your input. Pressing SELECT will take you back to the previous screen. Once you have entered your name you are now ready to start.



## MAIN MENU (CONT.)

Load Game – This is where you load a previously saved game. You will see a list of saved games with player's names and results. Using the Control Pad choose the game you want and load it by pressing the A Button. The B Button will take you back to the previous screen.

Cross Country – From here you can ride around various areas on horse back. You can choose to ride in the country, on the beach or in the woods. You can view the various areas to ride in by using the Control Pad and make your selection by pressing the A Button. To ride, use the Control Pad to move your horse, pressing the Control Pad Left or Right will decrease or increase the speed of your horse. For an extra speed boost while pressing the Control Pad Right, press the R Button. Pressing the A Button will make your horse jump.

Credits – This is a list of people who were involved in creating the game.



## GAME MODES

There are two game modes to this game:

1. Riding
2. Running the stables

## RIDING

If you just want to ride around and do not want to bother with running the stable you should select Cross Country from the Main Menu.

Controlling the horse when riding, your horse has four gaits:

1. Walk
2. Trot
3. Canter
4. Gallop



## RIDING (CONT.)

Pressing the Control Pad to the Right moves your horse forward.

Pressing the Control Pad to the Left reins in your horse.

Pressing the A Button enables your horse to jump.

Pressing the L Button slows your horse down one gait. For example, if your horse is trotting, pressing the L Button will make your horse walk.

Pressing the R Button will make your horse move up to the next gait. For example, if your horse is cantering, pressing the R Button will make him gallop.

Pressing START lets you call up a menu which allows you to bring the ride to an early end.

Should you and your horse find yourselves facing an obstacle, pressing SELECT will enable you to pull back a few feet, in order to make another attempt.



## RUNNING THE STABLES

If you want to begin running your businesses then choose New Game from the Main Menu. At the top of every screen, you will see an information bar which tells you where you are at the moment and how much money you have available.

Pressing the Control Pad to the Right moves your selection one field to the right.

Pressing the Control Pad to the Left moves your selection one field to the left. Pressing the Control Pad Up allows you to go through special menus above. Pressing the Control Pad Down allows you to go through special menus below.

Pressing the A Button confirms your choice.

Pressing the B Button takes you back one menu.

Pressing START brings up an Options menu.

Pressing SELECT brings up an information screen for the current selection.

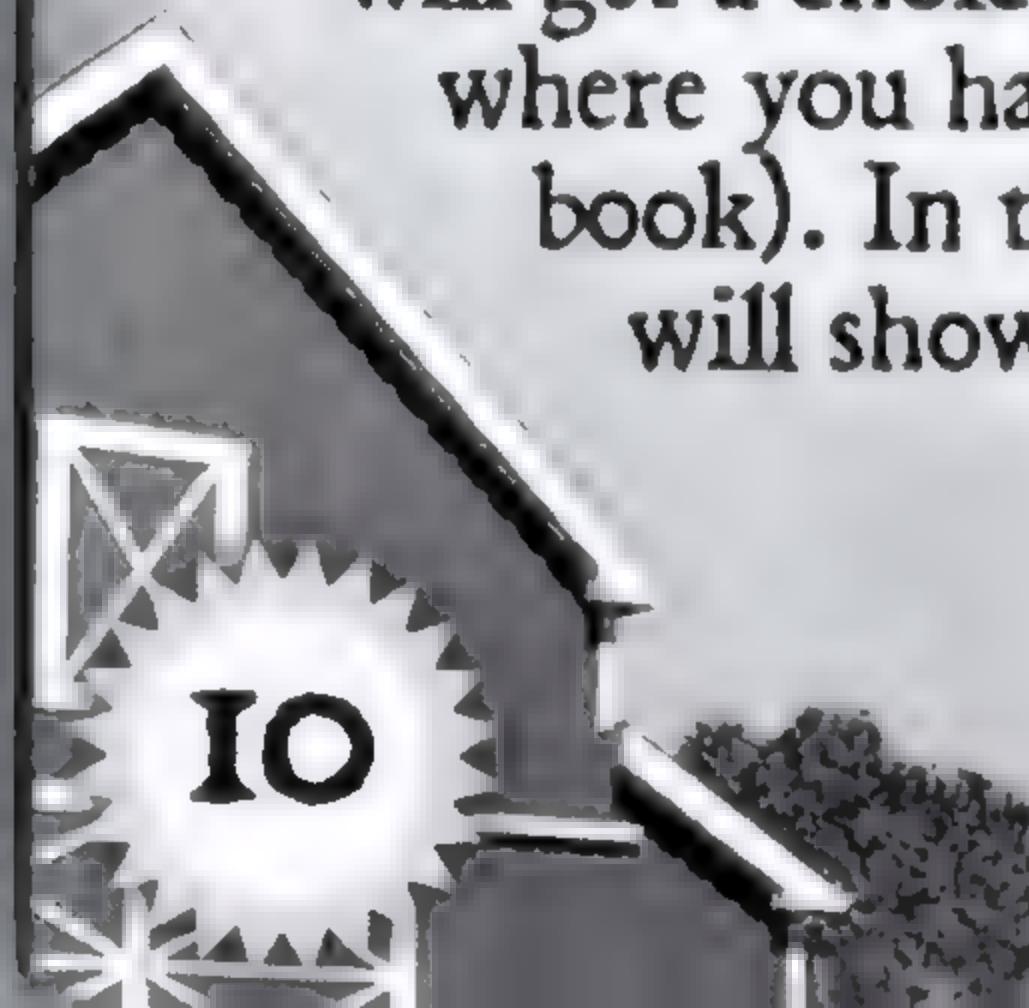


## PLAYING A GAME

Let's Ride Sunshine Stables is based on rounds. You can take your time and plan your actions carefully. You decide when you want a round to end. It is not necessary that you take actions during a round, but the beginning of every round is a new day at the stables.

After every four rounds, you must pay your building costs, and if you have employed some people to help, or run any advertisements, there will be some invoices due that you will need to pay. Be careful! If you build on your land, your expenses will increase.

There are some menus (for example for the vet or breeders), where you will get a choice of horses in order to decide on a course of action and where you have more information to view (for example the horse book). In these instances pressing the Control Pad Up and Down will show you the additional choices and information.





If you want to go riding, first you have to saddle and harness your horse. You do this by choosing a saddle and bridle in the stable. To get to the stable use the Control Pad to move along the bottom of the screen to the left and highlight the stable. Press the A Button to choose the stable, to enter the stable and to choose a stable box. Using the Control Pad, move along the icons at the bottom of the screen and select the equipment icon. By pressing the A Button you can select your bridle and saddle. Press the B Button to go back one screen. Items shown in grey are not available.

After you finish a ride, you will receive an evaluation, showing how the ride went. Take care of your horse, don't over-ride it or let it get too hot, be careful of the obstacles and do everything you can to avoid falls, since this may not just cause injury to the horse, but also reduce its trust in you.



## SAVING AND LOADING

Pressing START will take you to the options screen where you can save your game. To load a previously saved game, select Load Game from the Main Menu.

## THE STABLES

This is a complete view of your stables property.





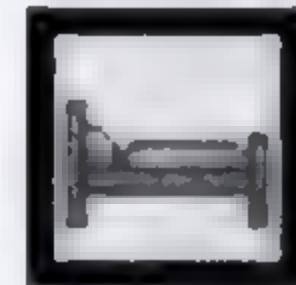
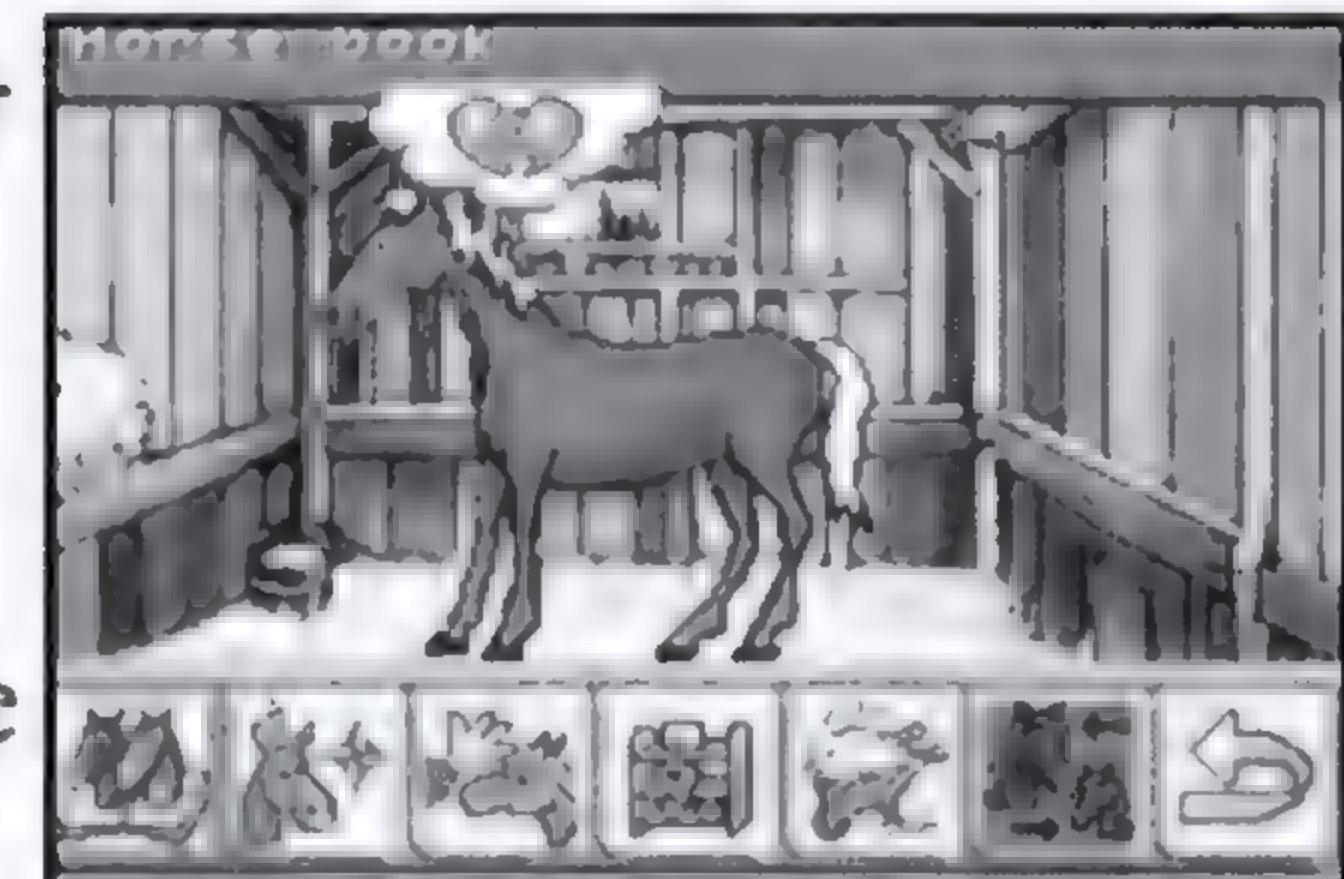
**The office:** This is where you work and do all the planning for running the stables. Here you decide how to invest money in the various areas, whether to hire or fire people, plan publicity, and where you tear a sheet off the calendar to start a new round and the next day. Pressing the Control Pad Left or Right moves you through the icons to access all the various areas.



**The stalls:** Here you will find your horses. You can see specific information about each of your horses in their horse book - name, gender, age, color, if they have been fed and watered, their trust level, overall health rating and their flexibility, power, exercise and stamina. The book also lists a rating for the grooming of their coat, man and hooves. To see all this information press the Control Pad to move UP and DOWN the pages of the book.



You can also groom your horse here, harness or unharness it, feed it, give it a drink, or medicine if needed, move the horse around to different positions, or muck out the stalls. All of these things can be accessed by simply pressing the Control Pad Left or Right to move along the icons at the bottom of the screen.



The guesthouse and the car park: These two places are important if you want to make your farm a wonderful place for guests to stay. The bigger your place is, and the more attractions you can offer, the more guests will come to your farm. You can offer overnight accommodations or day riding trips and lessons – both are an excellent source of income for the farm.



The paddock: Your horses can eat fresh grass (saving on feed costs), run around, or even spend the night and sleep here. They will get dirty when they spend time out here so you must be sure to bring them into the stables and groom them.



The breeding pasture: If a foal is born it can stay with its mother in a stall while it is still small. As soon as it starts to grow into a young horse, it will need enough space and its own stall.



The jumps: You can ride and train your horse over the jumps. A well-constructed jumping course will attract more guests to your stables. As soon as you have ridden a horse through the jumping course without falls, you can then head out into open country where you and your horse will face new challenges.

## ICONS



This takes you back one point in the menu.



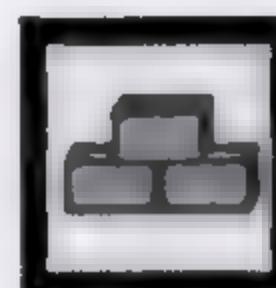
This takes you onto the specific property that you have chosen.



## ICONS (CONT.)



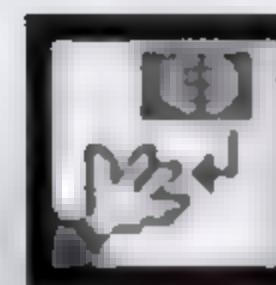
This assigns the property to you and lets you buy the land.



By selecting this icon you can build up the property one step at a time. Sometimes the building has to be done in a certain order – a message will pop up and let you know what property you need to go back and build up before continuing development.



This is how you acquire extensions for your property. Sometimes, you will have to purchase certain land extensions, before being able to build further.



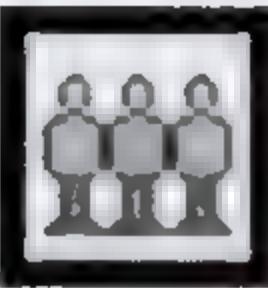
By selecting this icon you are able to sell off certain pieces of land and buildings if you choose to do so.



This allows you to tear down a building.



 This is where you spend your money to buy things you need for the farm and horses. You can get all you need for your horses from the wholesaler. The vet will examine the horses, sell you medicine, check your mares for pregnancy or make a stallion a gelding. The blacksmith will clean hooves, or reshoe your horses. The breeder will earn money from his horses, or you can assist in the breeding for a certain amount of money. Keep a careful eye on your money.

 By selecting this icon you can hire staff to help you clean out the stalls, or take care of the horses if you are not there. You can also hire a riding teacher so that you can offer riding lessons at your stable.

 Use this to create advertising to promote your stables to the public. There are five types of advertising available to you: flyers, posters, newspaper ads, radio ads and TV ads. Each type will cost you money so choose wisely.



## ICONS (CONT.)



The calendar lets you stop the current rounds and start a new day. Here you will see what round you are ending and get a summary of how much money you spent and how much you made.



Choose which stall you want to enter.



This is the horse book. This lets you check the condition of any horse. The more you know about each of your horses, the better you will be able to care for them. Pressing the Control Pad Up and Down will let you leaf through the book.



If you want to transport your horse somewhere else, you can do so by selecting this icon. This menu also takes you into the jumping course and to the open country.



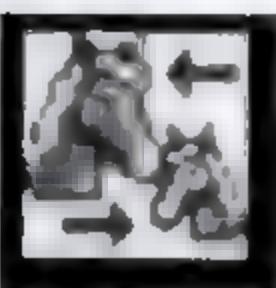
It is very important for the horse to be able to trust you. The trust will build between you and your horse if you take the time to stroke and pet him. When you create trust between you and your horse the horse will show its gratitude.



Here you can do all the things you need to take care of your horse. You can harness your horse with his saddle and bridle so he is ready to go out and ride. You can find food, snacks and water to feed your horse. You can groom and brush your horse and take care of his hooves. This is also where you can get needed medicine if your horse is sick.



Clean out the stables regularly to keep your horses comfortable and healthy.



If you have a stall where a mare is taking care of a foal, you can exchange places with the mother, so that you too can take care of the foal.



If you bring a mare and a stallion together in the breeding meadow with a little luck you will be able to expect some offspring.



## OBJECTIVE OF THE GAME

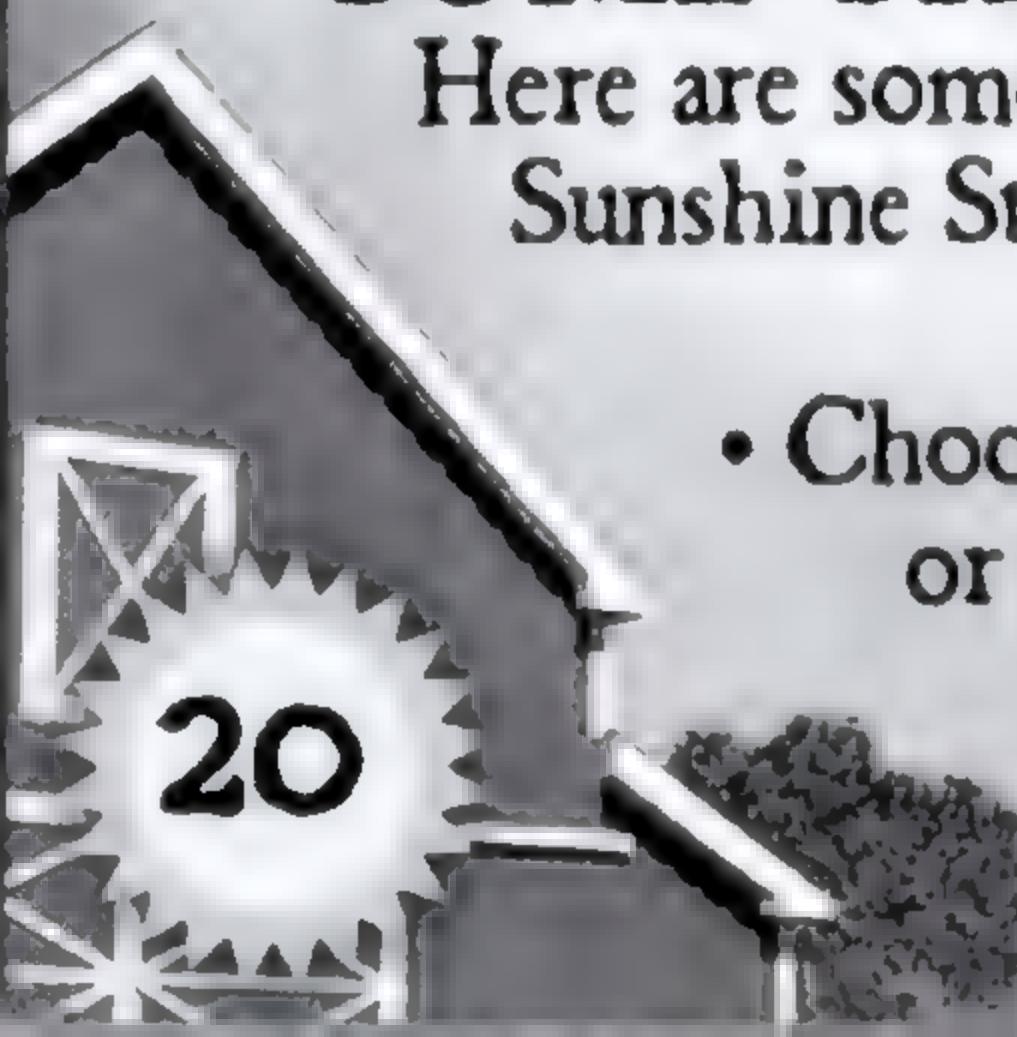
Let's Ride Sunshine Stables lets you play as long as you want. You can manage your riding stables and build them into a magnificent stables, managing the income and expenses and running a profitable business. Or you can choose to concentrate on raising foals into strong beautiful horses. If neither of these appeal to you then just ride as often as you please through the county or along the beach or in the woods. You choose what you want to do.

No matter which you choose you should take care of your horses so they come to trust you and stay fit and healthy.

## SOME TIPS

Here are some tips to help you easily find your way around Let's Ride Sunshine Stables:

- Choose start a new game and decide if you want to play as boy or girl. Type your name press SELECT and you are ready to begin.





- Now you will find yourself in the main view of the riding stables. You can control and select actions via the icons along the bottom of the screen. You already own a farmhouse, a small stable and a piece of meadow land.
- If you do not want to manage the stables right now and just want to ride – select Cross Country from the Main Menu and you can pick one of three venues to ride in.
- Once you go onto the property and begin the game at the top of the screen, you will see an information bar. This tells you where you are at the moment and how much money you have available.
- Select one of the areas, “Office” or “Stable”, from the icons at the bottom and press the A Button to select it. There is a list of actions from which you can choose. You cannot activate buttons appearing in grey for the time being.



## SOME TIPS (CONT.)

- You are able at any time to obtain information on the function of an icon selected, by pressing SELECT. Pressing SELECT again will close the information text.
- Some action icons will give you access to further sub-menus. If you want to go one menu back, select the back arrow from the row of icons at the bottom of the screen or press the B Button.
- Should you want to buy or sell an item or land you will see a display which gives you information on the costs and/or selling prices of an item. To buy or sell you confirm the action you want by pressing the A Button.
- Check the horse book regularly, to see how the horse is doing, whether it's hungry or thirsty, what its level of care is or if it needs exercising. Remember you can access the horse book in the stable using the Control Pad Up and Down to leaf through the pages of the book.



# CREDITS

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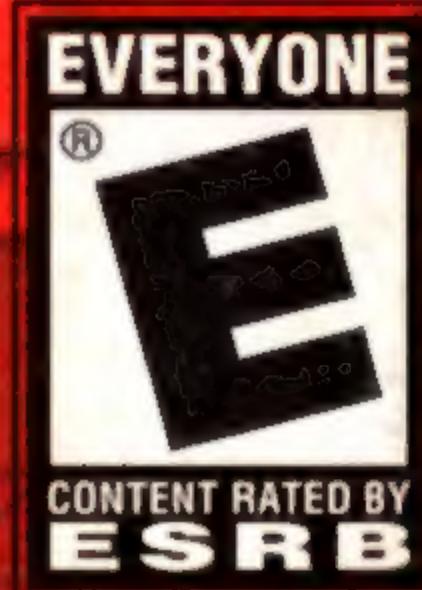
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